

Maths Game

Spin to Win

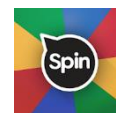
A game for 2 to 4 players

You will need:

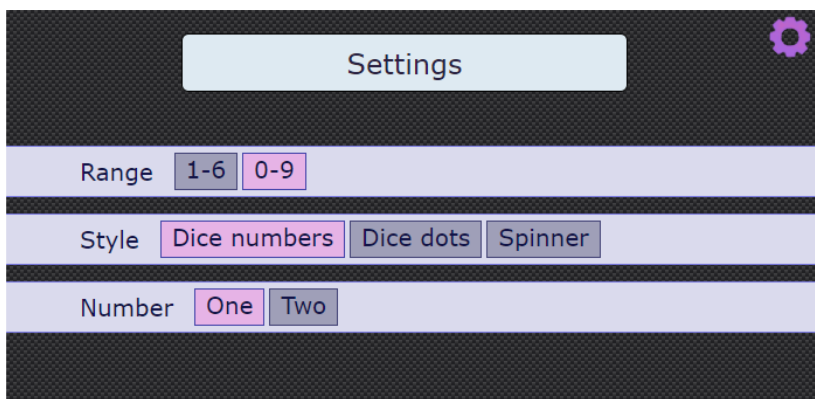
- Game board or plain paper with boxes drawn on
- A random number generator which generates numbers between 0 and 9 (you could use a set of 0 – 9 digit cards each, a spinner or a dice).

If you are using a spinner, you can:

- use the template from the resources below or create your own;
- create one using the website <https://wheelofnames.com/>
- create one using the Spin the Wheel app for Android or Apple



*If you are using a dice, you can use the website <https://nrich.maths.org/6717>
Use the cog setting in the top right hand corner to change the range to 0-9.*



Instructions

Use the game board or draw three boxes alongside each other.

Player 1 randomly selects the first digit for their number either by turning over one of their digit cards or using the spinner or dice.

Player 1 decides which of their three boxes they would like to place the digit in.

Player 2 does the same.

Play alternates until all the boxes on each players' board are full.

The winner is the player with the greatest three-digit number.

You could play this game with a target of the least value three-digit number or the nearest to a given amount. Why not try making up some of your own rules for playing this game.

Information for Parents/Carers

There is no right or wrong choice to make when placing the numbers, however, when playing this game, children should learn that the greatest value digits need to be placed in the greatest place value columns in order to create the greatest number. Therefore, the smallest value digits should be placed in the place value columns of least value.

If your child decides to place a small value digit such as 1 or 2 in the first column, ask them why? What numbers might be better in that column? Why?

As a guide to the numbers to work with for your child:

Reception: Children in Reception work with numbers up to 20, so this game would not be appropriate to them. Instead, use a set of numbers from 0 to 20, face down. Choose one card each and the greatest value number wins. Ask your child who wins and why. You might need to provide them with some objects to help count. They can compare them by putting them into two rows (one for each number) and seeing which one is the longest.

Year One: Game board with two boxes to create numbers up to 99

Year Two: Game board with two boxes to create numbers up to 99

Year Three: Game board with three boxes to create numbers up to 999

A decimal point can be introduced between the second and third boxes of a three box game to create numbers with tens, ones and tenths.

Year Four: Game board with four boxes to create numbers up to 9,999

A decimal point can be introduced between the first and second boxes of a three box game to create numbers with ones, tenths and hundredths.

Year Five: Game board with six boxes to create numbers up to 999,999

A decimal point can be introduced between the first and second boxes of a four box game to create numbers with ones, tenths, hundredths and thousandths.

Year Six: Game board with seven boxes to create numbers up to 9,999,999

A decimal point can be introduced between the first and second boxes of a four box game to create numbers with ones, tenths, hundredths and thousandths.

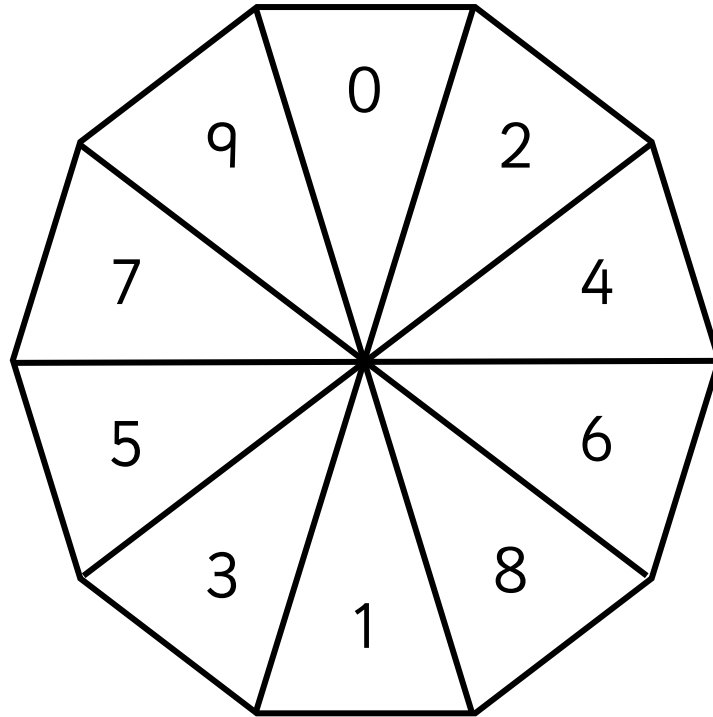
To see this game in action, you can watch it on the LPDS YouTube channel here:

<https://www.youtube.com/watch?v=EGS8FbcRzKE>

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Resources

0 – 9 Spinner Template



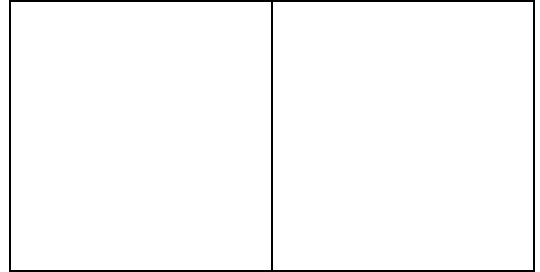
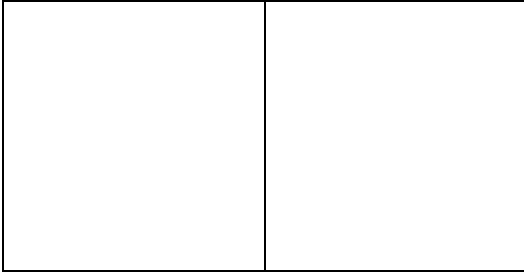
0 – 9 Digit Cards

0	1	2	3	4
5	6	7	8	9

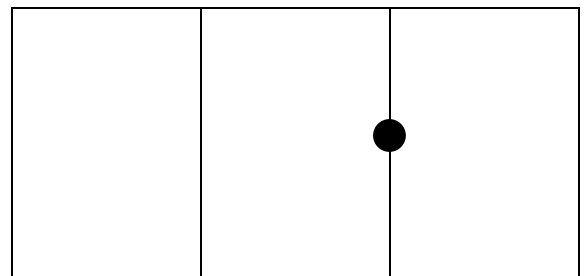
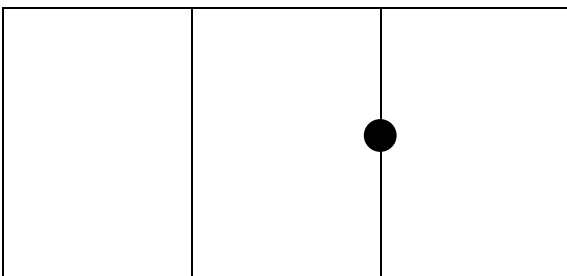
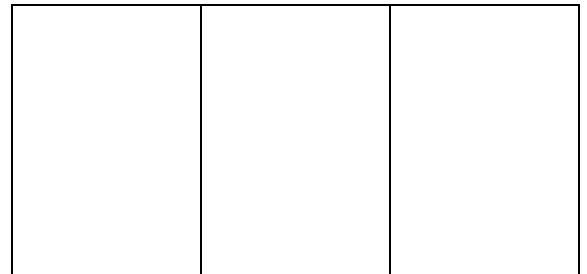
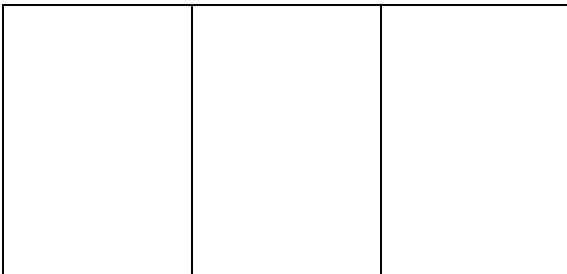
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Game Boards

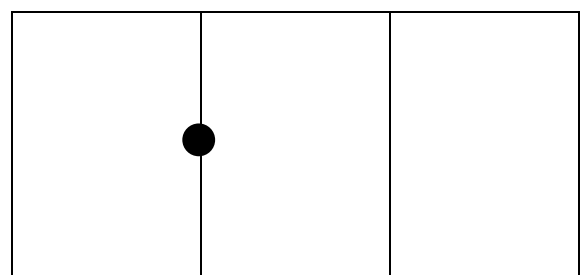
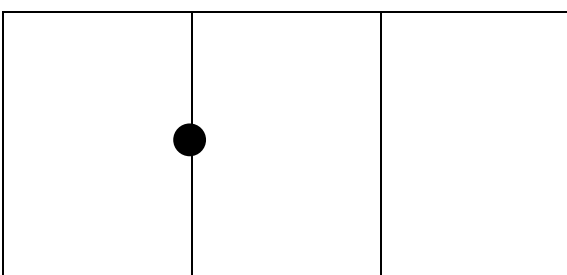
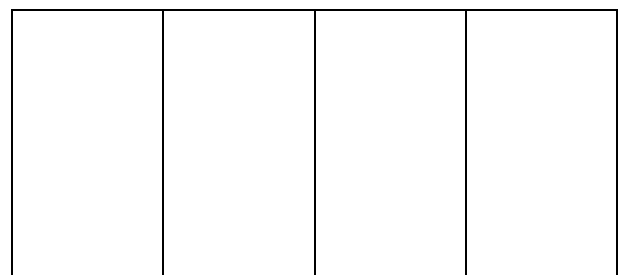
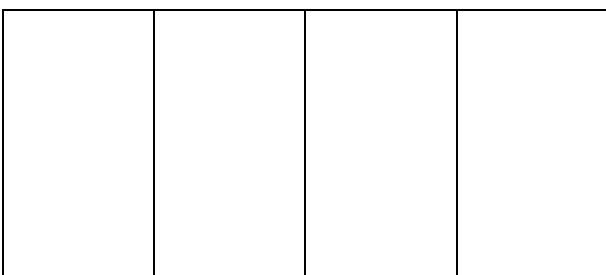
Years 1 & 2



Year 3



Year 4



Maths Game

Year 5

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Year 6

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Maths Game

Years 5 & 6

